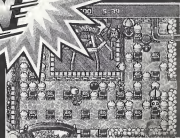
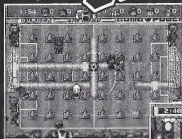


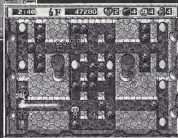
THE ULTIMATE PARTY GAME



SATURN BOMBERMAN



Highly addictive gameplay.



Connect for on-line play
with Saturn Net Link.



SEGA

NET LINK MANUAL SUPPLEMENT



SEGA SATURN



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WARNINGS

Read Before Using Your Sega Video Game System

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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Net Link Game Manual Addendum

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Overview

SEGA Rally Championship™ lets you race for the title of World Champion Rally Racer. Please see your SEGA Rally Championship game manual for complete game play details. This addendum covers new features unique to the Net Link edition of the game.



SEGA Rally Championship Net Link edition and the SEGA Saturn Net Link let you race head to head against another player over the phone lines. You can dial a friend, or locate an opponent on line, then connect directly for two player racing action.

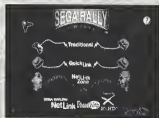
To get on line with SEGA Rally Championship Net Link edition, you will need:

- Saturn Net Link
- PPP compatible Internet account (*see Net Link browser manual for more details*). If you don't have an internet account simply insert your Sega Rally Championship Net Link Edition disc in your Sega Saturn and click on the Net Link Zone when it appears. Follow the on screen directions to establish an account with WebBullet™ Internet Service.

To communicate easily with other players, you may also want to use a keyboard with the optional SEGA Saturn Net Link Keyboard adapter.

Quick Start

Place the game disc in the Sega Saturn and power on the system as described in your Sega Rally Championship manual. The Sega Rally Championship and Sega Saturn Net Link splash screens will appear. Next you will see the Sega Rally Championship Net Link main menu.



To setup your character:

- Choose Quick Link to create a character and connect with an opponent. Press any button at the X-band splash screen to continue. Then choose Setup from the six icons on the Quick Link menu.



- Choose "Character" to select a picture of your character persona. Press right or left with the D-pad to find a portrait you like and press "A" or "C" to select the character.
- Choose "Code Name" and

"Taunt" to enter your character nickname as well as a taunt to challenge your opponent. Use the on-screen keyboard or a keyboard attached to your Sega Saturn with the optional Net Link Keyboard Adapter. Choose "Done" when finished. Your racer's portrait, nickname and taunt will appear when you connect with your opponent, before the race begins. ***These settings will be saved to the Saturn's internal memory and will remain there until you change them. Your portrait, nickname and taunt will be displayed each time you connect with an opponent for any Net Link game. If you decide that you want to change them, return to the Setup menu and repeat the selection steps.***

- Choose "Return" to go back to the Quick Link main menu.

To dial an opponent:

- Choose "Phone Setup" to select pulse or touchtone dialing, or if you need to dial a prefix before placing a call (such as "9"). You will only need to do this once (unless you change your telephone service or move your Saturn to a different phone number); the information you enter will be saved to the Saturn's internal memory.
- Choose "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your Sega Saturn. Choose "Dial" to connect.

Important! The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Quick Link call. NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.

To receive a call:

- Choose "Wait" from the Quick Link main menu. You can practice racing while waiting for an incoming call. If you choose to practice, the incoming call will interrupt your practice race - you don't need to worry about missing your opponent's call.

When you connect with an opponent, you will see a screen showing both characters' portraits, names and taunts. The player who dialed gets to select the track. Then both players select cars and options. The race will begin in head-to-head player mode.

Note: When playing a Quick Link game, one player must choose "Dial" and the other player must choose "Wait". Make sure you and your opponent agree on who dials and who waits; otherwise you may never get connected!

How to use the Internet with SEGA Rally Net Link Edition

If you would like to use the Net Link Zone to locate other players and chat live on-line you will need a PPP dial-up account with an Internet Service provider (ISP). **See your Net Link browser manual for more information.**

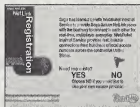
- If you have already set up an ISP account using the Net Link Web Browser, your account information is already stored in your Saturn. All you need to do is load the game disc with your Net Link properly inserted into your Saturn and choose "Net Link Zone" from the main menu.

- If you already have an ISP account set up for your computer, and would like to use it with your Saturn, see the Net Link browser manual for instructions on how to enter your account information.

- If you **don't currently have an Internet account** and would like to sign up for an Internet account with **WebBulLet™**, load the game disc and the software will step you through the registration process.

Registration is a one-time process to set-up an Internet account. You will need a valid credit card to register with **WebBulLet**.

Choose "Yes" when asked if you would like to sign up with **WebBulLet**.



You will be connected to WebBulLet's toll free registration line. Follow the on-screen directions and use the cursor to enter the requested information to establish an account with WebBulLet, the fastest on-line connection you can get with Net Link. See the Net Link Browser 3.0 Instruction Manual for detailed instructions on establishing an account with WebBulLet.

Please make sure that you select a dial-up phone number that is a local call for you. Neither SEGA nor WebBulLet will be responsible for any telephone charges that you incur by connecting to WebBulLet, or any ISP. If WebBulLet does not have a local dial-up number in your area call their customer service department at (415) 429-3131 for assistance. You may also want to investigate alternate ISPs with local dial-up access in your area. Local computer retailers or users groups might be able to make recommendations for you.

Once you have established your account, all the necessary information will be saved to your Saturn's internal memory. Make sure that you have removed the black tag from the rear of your Saturn protecting the battery (see your Saturn owner's manual for more details) so that the Saturn can save. Make sure to record your account information in the space provided in your Net Link Browser 3.0 manual. In case somebody accidentally erases your Saturn's internal memory, you will be able to re-enter the necessary information and continue using your account.

Important note: If you choose to sign up for a **WebBulter** account, after entering all the necessary information, you will have to disconnect, reset your Saturn and wait for approximately 15 minutes for **WebBulter** to process your credit card information and establish your account. After waiting approximately 15 minutes, you should be able to connect successfully. If you have problems, call **WebBulter's** customer service department at: (415) 429 - 3131.

To view your account information, press "Start" and choose "Options" from the Command Cluster, then view the "General Preferences", "Network Preferences", and "Mail Preferences" screens. See the Net Link browser manual for more information.

Your credit card will be billed monthly after the free trial period has expired. If you have questions about your **WebBulter** service or to cancel your account, call **WebBulter** customer support at:

(415) 429-3131

Or send an e-mail to:
support@webbullet.com

When your Net Link modem dials, a box labeled "Modem Messages" will appear on screen. This is normal, the characters that appear in the box are standard modem commands used to determine if the modem is dialing and connecting properly. Once connected, the "Modem Messages" box will disappear.

Note: Once you have established an Internet account, you can use it for all Net Link games as well as exploring the Internet with the Net Link Browser.

Game Interface

SEGA Rally Championship Net Link Edition has several new menus and options for on-line play.

Selecting play options



The Sega Rally Championship Net Link main menu has three options:

- **Traditional** - This is the standard Sega Rally Championship game for one or two players with **no on-line gameplay**. See your Sega Rally Championship manual

for more information on game play. This option does not require an Internet account.

- **Quick Link** - This option lets you dial an opponent or wait for an incoming call from another Sega Rally Championship Net Link Edition player. This option does not require an Internet account but does require that the person with whom you connect have Sega Rally Championship Net Link Edition loaded on his/her Saturn.
- **Net Link Zone** - This option connects you to the Internet to contact other Sega Rally Championship Net Link Edition players on line. This option requires an Internet account.

Click on the question mark button at the upper right corner of the screen to display a brief description of each option.

Creating a Character

Before you connect with another player in Quick Link mode, you'll want to create a character to be your on-screen persona. You can choose a nickname, select a portrait, and enter a taunt to challenge your opponent.



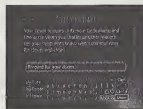
- Choose Quick Link from the Sega Rally Championship Net Link main menu. Press any button at the X-band splash screen to continue. Choose Setup from the six icons on the Quick Link menu.



- Choose "Character" to select a picture of your racing persona. Press right or left on the D-pad to find a portrait you like and when you are satisfied with your portrait, press the "A" or "C" button.



- Choose "Code Name" to enter your on-line nickname. Use the on-screen keyboard or a keyboard attached to your Net Link Keyboard Adapter. Choose "Done" when finished.



- Choose "Taunt" to enter a challenge to your opponent. Be creative, but keep it clean, nobody likes a rude racer! Choose "Done" when finished.

Your character's portrait, nickname and taunt are saved to your Saturn's internal memory and are used each time you connect for any Quick Link game. You can change your character's settings by returning to Setup and following the same steps listed above.

Using the Command Cluster

The Command Cluster helps you to navigate in the Net Link Zone, check and send email and change the network setup.



To display the Command Cluster at the SEGA Rally Championship Net Link main menu and in the Net Link Zone, press the "Start" button on the controller.

Select an option with the D-pad and then press the "A" button.

The options on the Command Cluster are:

- Address book: Select an addressee for an email message.
- Mail: Check your email box for messages and write new e-mails.
- Back/Forward : Navigate through places you've already been in the Net Link Zone.
- Home: Return to the Net Link Zone main menu.
- Options: Change network options and settings.

See the Net Link Browser manual for more information on Command Cluster options.

Note that the command cluster for Net Link games does not include all the options shown in the Net Link Browser command cluster. It has been specially modified for use with the Net Link games.

Quick Link Mode

Select Quick Link from the SEGA Rally Championship Net Link main menu to connect directly with another player. Press any button at the X-band splash screen to continue. The Quick Link main menu screen appears with the following six options:



- Dial: Enter and dial an opponent's phone number
- Wait: Wait to receive an incoming call from another player
- Setup: Change character and phone settings

- **Back to Web:** Return to the SEGA Rally Championship Net Link main menu
- **Solo Play:** Start SEGA Rally Championship in regular, non-network mode
- **Return:** Return to X-Band splash screen

How to set up your proper phone settings

- If you need to change the phone setup to pulse dialing or to dial a prefix such as "9" to reach an outside line, choose "Setup" from the Quick Link main menu, then choose "Phone Setup" and make changes. Choose the "Return" icon when finished. Choose "Return" again to go back to the Quick Link main menu. These settings are stored in your SEGA Saturn's internal memory, you only need to enter them once. (Unless you change your telephone service or move your Saturn to a different phone number.)

How to dial an opponent

Important! The player who dials pays for the call. Net Link calls are like any other phone call; you are responsible for any toll or long distance charges and any metered rates for local calls. Also, be aware that not all calls within the same area code are local calls. If you would normally have to pay to make a normal phone call to the number you entered to dial an opponent, you will pay the same rate for a Net Link call. **NEITHER SEGA NOR WEBBULLET ARE RESPONSIBLE FOR ANY TELEPHONE CHARGES YOU INCUR BY USING NET LINK.**



- Choose "Dial" from the Quick Link main menu. Type in a phone number with the on-screen keyboard, or a keyboard attached to your SEGA Saturn. Click on "Dial" to connect. The Dialing Opponent Screen will appear while dialing and connecting.

How to receive a call from a Net Link opponent

- Choose "Wait" from the Quick Link main menu.

You can practice racing while waiting for an incoming call. **Your Net Link modem listens for incoming calls and interrupts your practice races when necessary, so you don't have to worry about missing your opponent's call.** While practicing, press the Start button to exit the race and return to the Quick Link main menu.

The Net Link modem will automatically answer when a call comes in.

Remember: One player must choose "Dial" and the other player must choose "Wait". Make sure you and your opponent agree on who dials and who waits, otherwise you may never get connected!

Once you are connected



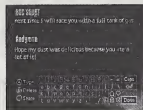
When you connect with an opponent, you will see a screen showing both your characters' portraits, nicknames and taunts. The player who dialed gets to select the track. Then both players select cars and options. There is a ten second deadline for both players to select options so act quickly; if you take too long, the game

will start with the default selections. The race then begins in two player mode. See the Sega Rally Championship game manual for more information on racing and game controls.

When a Race is complete

When the race is complete, you and your opponent have the option to race again.

- Both players must select "Yes" to race again. **The player who dialed gets to select the track.**
- If both players select "No" then the game switches to **Quick Link chat mode.**
- If one player selects "No" and the other selects "Yes" then the game switches to **Quick Link chat mode.**



In Quick Link **chat mode** you can communicate with your opponent by typing messages on the screen. Messages appear on both players screens as they are typed. You can use the chat mode to schedule a rematch, congratulate the winner, or taunt the loser.

Remember, even though you can't see or hear the other player, be polite. Treat your opponent as you would like to be treated. Don't use bad language - who wants to play with a sore loser?

Please Note: Neither SEGA nor WebBullet take responsibility for the content of the after-race chat. This is a direct connection with your opponent and SEGA and/or WebBullet cannot control the content, language, or anything else about the conversation. If you become offended by the content of the chat, choose "Done" to disconnect.

When you are finished chatting, choose "Done" to return to the Quick Link main menu where you can dial another opponent or wait for a call.

Net Link Zone

Select Net Link Zone from the SEGA Rally Championship Net Link main menu to connect to the Internet and enter the SEGA Rally Championship Net Link Zone and meet other players on line.

Note: You must have an Internet account programmed into your Saturn for your Net Link to access The Net Link Zone.



The Net Link Zone is a special Web page that contains links designed to help you locate other SEGA Rally Championship players in your area. See your Net Link Browser manual for more information on the Internet and the World Wide Web.

The Net Link Zone main page contains the following options:

- **Register Now:** Enter your name in the Net Link Zone Guestbook so other players can contact you via e-mail to play a game.
- **Quick Link:** Takes you to the Quick Link main menu for a direct head-to-head game connection. See the Quick Link section in this manual for more details.
- **Guestbook:** Search the guestbook for SEGA Rally Championship players in your area.
- **Chat:** Enter the on line chat area; Communicate with other players in real time to set up Quick Link games, and trade tips and tricks.
- **E-Mail:** Check your email box for new messages or send a message to another player.
- **Help:** View an on line version of this manual.
- **Main Menu:** Return to the SEGA Rally Championship Net Link Main menu.

Figure 1: Data collection and analysis

```

graph TD
    A[Data collection] --> B[Data analysis]
    B --> C[Data interpretation]
    B --> D[Data management]
    C --> E[Data presentation]
  
```

The flowchart illustrates the process of data collection and analysis. It begins with 'Data collection' (represented by a magnifying glass icon), which leads to 'Data analysis' (represented by a bar chart icon). From 'Data analysis', the process branches into 'Data management' (represented by a database icon) and 'Data interpretation' (represented by a pie chart icon). Finally, 'Data interpretation' leads to 'Data presentation' (represented by a presentation screen icon).

The Guestbook includes the following information:

- Code Name
- Area Code
- City
- State
- Country
- Skill Level
- Preferred Gaming Time
- Net Link Games Owned

Please note: SEGA provides the guestbook as a service to facilitate player matching only. Furthermore, SEGA makes no guarantees concerning the accuracy of the information in the Guestbook, and takes no responsibility for consequences resulting from the use of the Guestbook.

Choose "Register Now" from the Net Link Zone main menu. Fill out the information boxes on the registration form that appears. Choose "Submit" to add your information to the Guestbook, or "Reset" to cancel.

To Search the Guestbook:

Choose "Guestbook" from the Net Link Zone main menu. Enter the information you want to search for. Include more information for a more specific search. For example, enter your area code and game to find all Sega Rally players in your area.

You will see the search results as a table on your screen. Each horizontal line represents one player. Click on a name to automatically open a new email message addressed to that player. Click on any other information to list all players that have that item in common. For example choosing an area code will list all players in that area code.

Please note: Neither Sega nor WebBullet are responsible for the contents of any on line chat area. Never give out your real name or address in a chat area. Use the same common sense rules you would apply when talking to a stranger on the telephone. Sega has established the chat rooms as a service for Net Link users. Furthermore, neither Sega nor WebBullet make any guarantees concerning the accuracy of information shared in the chat rooms or take any responsibility for consequences resulting from the use of the chat rooms.

You can communicate in real time with other players in the Net Link Zone using Internet Relay Chat (IRC). When you enter a chat room in the Net Link Zone, you will see a list of all the other players in the room, and a scrolling message area. We highly recommend that you use a keyboard with the Saturn keyboard adapter when using chat rooms. Typing messages on a keyboard is much faster than using the on-screen keyboard.

List of people in room

TOPIC
Public
GILVERDA
MAY

RALLY CHAMPIONSHIP Net Lobby

There is a rally
 There are we not?
 Can you be a co-host?
 Yes you can be a co-host

What time is the rally? (19:00:00) May (19:00)
 May (19:00)

Chat messages

Your outgoing message

19:00:00 Gilverda: There is a rally
 19:00:00 May: yes
 19:00:00 Gilverda: I am
 19:00:00 May: yes
 19:00:00 Gilverda: Can you be a co-host?
 19:00:00 May: Yes you can be a co-host

Chat Etiquette

Entering a chat room is like joining a party already in progress. Be courteous and keep your messages brief. Don't be rude or use bad language. More people will want to play with you if you are friendly. Using uppercase letters in a chat room is like shouting so don't leave your caps lock key on.

When chatting, be careful about what you say. Since other people cannot see your body language and facial expressions, your comments can be easily misinterpreted. People on line often use "smileys" or "emoticons" to clarify meaning.

A smiley is a set of punctuation marks that resembles a smiley face when you turn your head sideways to the left, like this :-). Smiley faces let the people in the chat room know that your comments were meant to be good natured. Here are some popular smileys:

- :-) Smile
;-) Wink
:(Frown
:o Surprise
:~* Kiss

To use Net Link Zone Chat:

- Choose "Chat" from the Net Link Zone main menu. A page will appear listing the SEGA Rally Championship chat rooms.
- Choose a chat room you'd like to join. Each chat room holds a limited number of people. When a room fills up a new, similar room is created.



You'll see a page with a list of people in the room on the left and a scrolling message area on the right. You can scroll through the list of people to see all players in the room.

To chat:

Enter a message in the text box at the lower right and choose "Done" or press the return key on your keyboard. Your Message appears in the scrolling text area and is visible to everyone in the room. If you do not want to send a message to everybody in the chat room, use the special "Whisper" mode.

To send a private message (a whisper):

You can send a whisper message to a single person in the chat room if you have something private to say. This message will be seen only by the person you choose and will NOT be seen by anybody else in the chat room.

To send a whisper, first find the person to whom you would like to whisper from the list of people in the chat room and click on his/her name to choose that person. If you selected the person correctly, the box containing his/her name will change color. Now, whatever you type will appear in blue and will only be seen by the selected person; nobody else in the chat room will see your messages until you turn off Whisper Mode.

Turn off Whisper Mode by clicking on the selected person's name again. The highlight will disappear to show that you have exited Whisper Mode. Now whatever you type will be seen by everyone in the chat room. If you want to send a private message to a different person, choose his/her name from the list, and it will highlight as described above.

Please note: make sure you are in *Whisper Mode* with the correct person **BEFORE** you send any private messages.

Tips for matching up with another player in the chat room:

- Send a message asking if there is anyone in your area code who would like to race against you, or wait for someone else to ask.
- When you get a response, choose that player's name from the list on the left to enter Whisper Mode. When in Whisper Mode, you can exchange phone numbers and decide who dials and who waits without bothering the whole room.

Remember: If you dial you have to pay for the call, but you don't have to give out your phone number.

- Once you both decide who will wait and who will dial, choose the "Dial" or the "Wait" button as appropriate. This will take you to the Quick Link main menu. See the Quick Link section in this manual for more information on dialing or waiting for a call.

Troubleshooting Guide

For Net Link Games

My game disc boots up into the normal "standalone" game instead of allowing me to choose Net Link options.

I can't connect to the Net Link Zone.

Your Net Link is not inserted properly. Turn off your Saturn, unplug the Net Link and then plug it back into your Saturn. Turn your Saturn back on.

Check to make sure that your phone card is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your ISP is not programmed properly. Try loading the Net Link Browser to see if you can connect to the Internet. If you can't, you may need to establish an account with an ISP. See manual for further information. If you have established an account, you may have accidentally changed or erased the data saved in your Saturn's internal memory. Check to make sure the data saved is the same as the original account information that you recorded in your manual.

Your ISP phone connection is not working. Try loading the Net Link Browser to see if you connect to the Internet. If you can't and you know that you have an ISP account programmed into your Saturn, you may need to wait until your ISP connection comes back on line. Call your ISP for assistance.

Call waiting may be interfering with your connection. Try disabling call waiting.

You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

If you just established an account with WebBulet, you may need to wait a few minutes before connecting. WebBulet takes approximately 15 minutes to process your account information. Wait for 15 minutes, reset your Saturn and you should be able to connect. If you are still having problems, please call WebBulet at (415) 429-3131.

I can't connect to another player via the Quick Link option.

You and your opponent may both have selected Dial or both have selected Wait. You need one player to select each option. Contact your opponent and make sure that you each know who is going to "Dial" and who is going to "Wait."

You may need to dial a special prefix to access an outside phone line if you are calling from a PBX.

Check to make sure that your phone cord is connected properly between your Net Link and your phone outlet.

Check to make sure that the phone outlet that your Net Link is plugged into is active. If you do not get a dial tone with a normal telephone plugged into that outlet, the outlet is not active. Choose another phone outlet.

Your opponent may not have the same game loaded on his/her Saturn. Both players must use the same Net Link game to connect successfully.

Troubleshooting (Continue)

You may need to dial "1" or "1 + area code" to reach your opponent if he/she does not live in your local calling area. Remember that you may incur long-distance telephone charges to call someone outside your local calling area. SEGA IS NOT RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR AS A RESULT OF YOUR USE OF NET LINK.

I can't connect to another player via the Quick Link option.

Check to make sure that you have entered your opponent's phone number correctly into the "Dial" menu.

Why do I keep losing the connection in middle of game?

Call waiting may be interfering with your game connection. Try disabling call waiting.

Why does my after-race chat end suddenly.

Call waiting may be interfering with your game connection. Try disabling call waiting.

How come I can't play another race after finishing a race?

Your opponent probably clicked on "Done." Once one player exits the after-race chat, the Net Link automatically hangs up the phone line.

Why can't I get into chat rooms in the Net Link Zone game lobby?

Both players must select "Yes" to race again. Your opponent chose to not race again. Time may run out. If you don't finish the race in time, the game will exit to chat automatically.

Why can't I chat with everybody in a chat room?

The chat room you selected may be full. Try selecting another room.

I didn't finish my the ISP sign-up process and now I can't get back to finish it.

You have "Whisper Mode" (private chat) selected. See the manual to deactivate Whisper Mode.

Use the Sega Saturn Memory Manager to delete the file "INTERCFG". Be careful that you only delete this one file so you don't accidentally delete any of your saved games.

Troubleshooting (Continue)

I'm using WebBullet Internet Service and my e-mail does not work.

Your e-mail server address may be incorrect. Press the "Start" button on your D-Pad, choose "Options", choose "Mail Preferences". Your e-mail address should be "your logon name@mail.mplayer.com". Your POP# server name should be "mail.mplayer.com" and your SMTP server name should be "mail.mplayer.com".

How do I use the Arcade Racer in the Net Link Zone or X-Band pages?

Unfortunately, Net Link does not recognize the Arcade Racer. Use a standard Saturn controller or the 3D analog controller for the ultimate control of your Rally racer.

I clicked on an ad banner and now I can't get back to the Net Link Zone.

Press Start to bring up the Command Cluster and then click on the "Home" button. This will bring you back to the Net Link main menu.

I've looked through the manual and troubleshooting guide and still can't figure out my problem.

Please call Sega's Customer Service Department at 1-800-SEE-SATURN

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NOTES

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective material or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

1-800-872-7342

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem, by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store, which is deemed to be free from defects in material and workmanship.

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If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



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